

CRASH MAGAZINE, NEWFIELD  
PUBLICATIONS, 1/2 KING STREET,  
LUDLOW, SHROPSHIRE SY8 1AQ

## ROBIN CANDY'S PLAYING TIPS (The Cassette)



## ROBIN CANDY'S PLAYING TIPS (The Cassette)

This series of mini-programs is published in conjunction with the Playing Tips Special supplement in CRASH issue 27 (April)

Some of the programs listed in the Playing Tips Special require several hours of careful typing, so I was asked to provide an easy solution for your tired eyes and fingers — hence this cassette containing 17 individual programs, most of which were in the supplement, but five of which are new

*Robin Candy*

### USING THE ROUTINES

All the programs may be used without **MERGE**™. Just load the routine you want to use and start the appropriate game tape from the beginning. You do not have to type in **LOAD**™ because the pokes routine will **LOAD** in the game and poke it for you. With the exception of the suite of four programs for **SWEEVO'S WORLD** the pokes offer 'infinite lives', power, energy or whatever is required in the game to survive!

Produced by Roger Kean, compiled by Robin Candy  
All programming code and contents © 1986 Newsfield  
Publications except Sweevo's World Screen Editor Suite ©  
1986 Phil Churchyard

# CONTENTS

## 1 SWEevo's WORLD SCREEN EDITOR

### LOAD "SWEEDITOR"

Allows you to alter the appearance of any room in the game

**CONTROL KEYS** 1-7, alter ink colour of room G gets room from memory, displays it for editing You must follow G with a number between 0 and 255 W writes edited screen back into memory C clears room of objects except brownies and other special objects X change exits of a room An exit flashes — press Y accept exit or N to destroy it. Space exits mode

E to edit the screen Guide flashing cursor with Q, A, N M or a Kempston joystick To place an object press ENTER or fire — cycles through possible objects ENTER selects object, places it where cursor is Pressing O moves object to cursor's position SPACE to exit

S saves game data to tape If you have a compatible interface you are also given option to save data to microdrive L: same as above except it deals with loading data

## 2 SWEevo's WORLD TAPE LOAD

### LOAD "SWEVLOAD"

RUN this and then start game tape from beginning Once loaded you are prompted to load saved data from Editor Program

## 3 SWEevo's WORLD ROM PROGRAM

### LOAD "SWEVROM"

Microdrive owners only! When RUN, checks if interface 1 is compatible — if not, use tape

## 4 SWEevo's WORLD SAVE PROGRAM

### LOAD "SWEVSAVE"

Microdrive owners only! For saving Editor data — use blank cartridge because program formats automatically To play created data, load file off microdrive called *Sweevo*

## 5 CHIMERA (Firebird)

### LOAD "CHIMERA"

## 6 CYLU (Firebird)

### LOAD "CYLU"

## 7 DYNAMITE DAN (Mirrorsoft)

### LOAD "DYNAMITE"

## 8 FAIRLIGHT (The Edge)

### LOAD "FAIRLIGHT"

## 9 GUNFRIGHT (Ultimate)

### LOAD "GUNFRIGHT"

## 10 GYRON (Firebird)

### LOAD "GYRON"

## 11 MARSPORT (Gargoyle Games)

### LOAD "MARSPORT"

## 12 MIKIE (Imagine)

### LOAD "MIKIE"

## 13 N O M A D (Ocean)

### LOAD "NOMAD"

## 14 ROLLER COASTER (Elite Systems)

### LOAD "ROLLER"

## 15 TAU CETI (CRL)

### LOAD "TAUCETI"

## 16 WESTBANK (Grimlin Graphics)

### LOAD "WESTBANK"

## 17 ZORRO (US Gold)

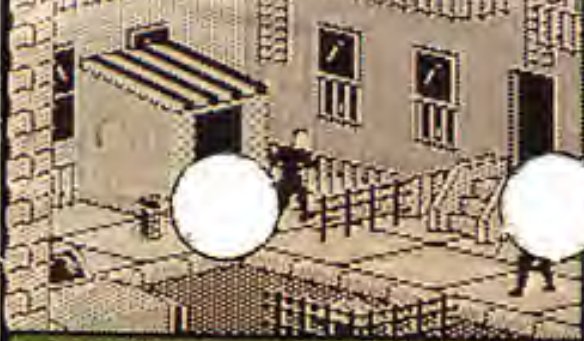
### LOAD "ZORRO"

## CREDITS

Thanks to the following for the routines on this cassette  
Phil Churchyard, Sweevo's World Editor, Chimera Cyli,  
Fairlight, Gunfright, Marsport, Tau Ceti, Keith Walker  
Dynamite Dan, Mikie N O M A D, Roller Coaster  
Westbank Zorro

osing

HOLDING



000000  
00:01:14



THE CRASH SNEAK PREVIEW TAPE  
LAST NINJA 2 / DARK SIDE

# THE CRASH SNEAK PREVIEW TAPE



THE CRASH SNEAK PREVIEW TAPE  
LAST NINJA 2 / DARK SIDE

# THE CRASH SNEAK PREVIEW TAPE



## LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD \*\*\*** on your Spectrum and press **ENTER**. Press **PLAY** on your cassette recorder.

*For more information consult your Spectrum manual.*

## CONTROLS LAST NINJA 2

### System 3

A full listing of controls is given upon loading.

## DARK SIDE

### Incentive

Forward/up	OK
Back/down	Q
Left	W
Right	P
Fire	L
Look up	N
Look down	M
Tilt left	U
Tilt right	A
U-turn	Z
Increase angle	S
Decrease angle	X
Increase step size	R
Decrease step size	F
Rise vertically	I
Fall vertically	J
Interrupt	B
Jet-pack on/off	
Sights on/off	
Movement/attack mode	SPACE

See CRASH issue 54 for more details

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# SNEAK PREVIEW TAPE

One  
Prog  
&  
Side

© 1988

**DARK SIDE & LAST NINJA 2**  
Incentive                      System 3

# THE CRASH

ZX SPECTRUM

## SNEAK PREVIEW TAPE



**THE CRASH SNEAK PREVIEW TAPE**  
**TOTAL ECLIPSE / ROBOCOP**



**THE CRASH SNEAK PREVIEW TAPE  
TOTAL ECLIPSE / ROBOCOP**

# THE CRASH

**ZX SPECTRUM**

## SNEAK PREVIEW TAPE



### LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD** on your spectrum and press **ENTER**. Press **PLAY** on your cassette player.  
For more information consult your Spectrum manual.

### CONTROLS

#### ROBOCOP

Ocean	
Up	O
Down	R
Left	P
Right	P
Fire/Punch	SPACE

#### TOTAL ECLIPSE

Incentive	O
Forward	K
Back	Q
Left	W
Right	W
Swap/replace gun	SPACE
Fire gun	D
Speed change	S
Angle change	A
U-turn	U
Look up	F
Look down	L
Face forward	F
Height change	H
Interrupt game	I
Rest	R

See CRASH Issue 58 for more details

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Featuring playable demos of:  
*ROBOCOP* Ocean © 1988  
*TOTAL ECLIPSE* Incentive © 1988

**THE CRASH SNEAK PREVIEW TAPE**





## **SNEAK PREVIEW TAPE**



**THE CRASH SNEAK PREVIEW TAPE**  
**THUNDER BLADE (US GOLD)    LED STORM (GO! CAPCOM)**

May all of us at CRASH Towers take this opportunity to wish every single one of you a very Merry Christmas! Happy playing!

# THE CRASH

2X SPECTRUM

## SNEAK PREVIEW TAPE



**THE CRASH SNEAK PREVIEW TAPE**  
**THUNDER BLADE (US GOLD) LED STORM (GO! CAPCOM)**

May all of us at CRASH Towers take this opportunity to wish every single one of you a very Merry Christmas! Happy playing!

### LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD** on your Spectrum and press **ENTER**. Press **PLAY** on your cassette player.

For more information consult your Spectrum manual.

### CONTROLS

#### THUNDER BLADE

US Gold

Cursor, Kempston, Sinclair joysticks.

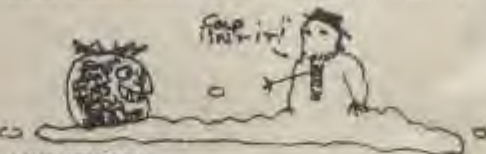
Keys:

Fast:

Slow:

B

V



#### LED STORM

GO!/Capcom

Cursor, Kempston, Sinclair joysticks.

Keys:

Definable

See CRASH Issue 59 for more details

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**THE CRASH**  
**SNEAK PREVIEW TAPE**

Featuring playable demos of:  
**THUNDER BLADE US Gold** & **new**  
**LED STORM BOY/Capcom** & **new**

With **EXTRAORDINARY** strategy from all 10 **CRASH** Towers!  
**Never mind the quantity, feel the quality!!**

# THE CRASH

THE CRASH

TAPE

Featuring playable demos of:

BATMAN Ocean/Special FX © 1988

SAVAGE Firebird © 1988

Another example of playable CRASH demo collection



# THE CRASH

2X SPECTRUM

## SNEAK PREVIEW TAPE



### LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD** on your Spectrum and press **ENTER**. Press **PLAY** on your cassette player.

For more information consult your Spectrum manual.

### CONTROLS

#### BATMAN

##### OCEAN

Cursor, Kempston, Sinclair joysticks.

Keys:

definable

#### SAVAGE

##### Firebird

Cursor, Kempston, Sinclair joysticks.

Keys:

Leap

Crouch

Left

Right

Fire

Q  
A  
O  
P  
M



THE CRASH SNEAK PREVIEW TAPE  
RETURN TO OCEAN  
SNEAK PREVIEW TAPE

Hope you'll have great fun playing this super Sneak Preview Tape.  
Merry Christmas and a Happy New Year to all CRASH readers.

**The Real  
Ghostbusters  
Activision**

**KEYS:**

O - Up  
A - Down  
O - Left  
P - Right  
SPACE - Fire  
STIX:

Kempston, Sinclair

**Sophistry  
CRL**

**KEYS:**

definable

**STIX:**

Cursor, Kempston,  
Sinclair

Stuck? (Dimwit!) For  
more info take a peek at  
Issue 63 of CRASH.

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# THE REAL GHOSTBUSTERS SOPHISTRY

THE REAL GHOSTBUSTERS Activision  
SOPHISTRY CRL





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A complete CRASH Edition . . . 24 minutes of the  
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**DIZZY** – the  
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**MICRONAUT ONE**

Pete Cooke

**MOONCRESTA**



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# LOADING INSTRUCTIONS

## **128K/+2 Owners**

Press ENTER

Follow on-screen instructions.

If game fails to load, go into 48K BASIC  
and type **LOAD""** (ENTER), press PLAY

## **+3 Owners**

Connect tape player

Press ENTER

If game fails to load, go into 48K BASIC  
and type **LOAD""** (ENTER), press PLAY

## **48K Owners**Type

**LOAD""** (ENTER), press PLAY  
on tape recorder.

Should your cassette be faulty, don't  
despair! Return the tape with box and  
inlay to:

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A healthy tape will be returned to you.

CRASH *Presenting* JUNE 1989

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**ONE MAN & HIS DROID**  
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**ROBOT  
MESSIAH** *Alphabetim*

**WHOLE NEW  
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don't despair: Send the  
complete package to **CRASH**  
**TAPE CLINIC JULY, SPOOL**  
**LTD, First Avenue, Deeside**  
**Industrial Park, Clwyd, CH5**  
**2NY**

A healthy Mega Power Tape will  
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**MOUNTAINS OF KET**



**ULTIMATE WARRIOR**

**Airline**

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## NONTERRAQUEOUS MASTERTRONZC

## MOUNTAINS OF KET



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## ROCKMAN MASTERTRONZ

The Ket Trilogy Part Two

### TEMPLE OF VRAN



### SUPER SLEUTH



### SCEPTRE OF BAGDAD

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**CRASH** — The Sinclair Spectrum Action Monthly  
December 1989

**COSMIC WARTOAD**

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**SUPER STUNTMAN**



**INCREDIBLE SHRINKING FIREMAN**

**MASTERTRONZ**

**HYPER LANE**

**PowerTape**

**LOCOMOTION**

**MASTERTRONZ**

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# 6

**TOP  
NOTCH  
SPECTRUM  
GAMES**

from

**ocean**

- \* COSMIC WARTOAD
- \* SUPER STUNTMAN
- \* INCREDIBLE SHRINKING FIREMAN
- \* HYPER LANE
- \* LOCOMOTION
- \* DEJA-VU

**PLUS!**

\* **GAZZA'S SUPER SOCCER** Playable Demo  
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**MASTERTRONZ**



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DECEMBER 1989

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*Domark*

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SPECIAL CRASH EDITION



**WINTER WONDERLAND**



**ACTION BIKER**

MASTERTRON/C

**STARS & STRIPES**

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**5**

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SPECTRUM  
GAMES**

**CRASH**

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UP**

THE

**90s**

**SPECIAL**

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*Domark*

→ **DIZZY II**  
Special  
CRASH Edition



→ **WINTER  
WONDERLAND**



→ **ACTION BIKER**

MASTERTRON/C

→ **STARS & STRIPES**

*PowerTape*

**PLUS!**

■ **POKEMANIA** Tips on Tape



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THE

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2 **THE COLDITZ**  
**STORY** ATLANTIS

3 **LIBERATOR** : **GUNHEAD**  
: **SOLARIS**  
4 **2**  
**MANGO JONES II** : **POWERTAPE**

**HEDGEHOG**

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ATLANTIS

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HEAD**  
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power tape

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DRAGON**  
FROM STORM

**CORKING  
PLAYABLE  
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**2**  
POWER TAPES

TURBO GAME  
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1

# FIGHTFORCE

HEWSON

2

ATLANTIS

powertape

# HYPA RAID

# omega zone

3

# SWIV

4

TWO  
DEMOS!

# TOP CAT

s t o r m

5

Hi-tec Software

6

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EXCLUSIVE SPECIAL GAME!!

# 7 Dizzy

three and a half! CODEMASTERS 8

AMAZING PLAYABLE DEMO!!

# SPECIMEN NARC

hedgehog 9

▲ TWO EXCLUSIVE  
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**ocean**  
A 95% CRASH SMASH!!

# TALISMAN

10  
POWERTAPE

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A working tape will be returned to you!

# CRASH

JAN 91

*Presents:*

*CRASH Presents:*

JANUARY 1991

EXCLUSIVE SPECIAL GAME!!

**7** **Dizzy** **8**  
three and a half! CODEMASTERS

**SPECIMEN** **NARC**  
hedgehog **9**

▲ TWO EXCLUSIVE ORIGINAL GAMES!! ▼  
**ocean**  
A 100% CRASH SMASH!!

**TALISMAN** **10**  
POWERTAPE

POKEMANIA **11**

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■ SPECIMEN © PHS 1990

■ NARC Demo © Ocean 1990

■ TALISMAN © Terry Stygall 1990

■ Not to be sold without magazine

# LOADING INSTRUCTIONS

## 128K/+2 Owners

Press ENTER

Follow on-screen instructions.

If game fails to load, go into 48K BASIC and type **LOAD""** (ENTER), press PLAY

## +3 Owners

Connect tape player

Press ENTER

If game fails to load, go into 48K BASIC and type **LOAD""** (ENTER), press PLAY

## 48K Owners

Type **LOAD""** (ENTER), press PLAY on tape recorder.

Should your tape prove faulty, don't despair: Send the complete package to

**NEWSFIELD**

**CRASH Tape Clinic January (84)**

Ludlow, Shropshire SY8 1JW

A working tape will be returned to you!

**CRASH** *Presents:*

**JANUARY 1991 • TAPE ONE**

**A**

© **CRASH LTD 1990**

CRASH *Presents*

JANUARY 1991 • TAPE TWO

A

© CRASH LTD 1990



# CRASH

FEB 91

*Presents:*

**CRASH** *Presents:* **FEBRUARY 1991**

## 1 TRANTOR

The Last Stormtrooper

US GOLD

## 2 OCEAN CONQUEROR

FAB SUBMARINE SIM FROM HEWSON!

## 3 NORTH AND SOUTH

Rolling demo  
Infogrames

## 4 LOOPY ADVENTURE! MORON

ATLANTIS

## 5 MASTER BRAIN

POWERTAPE

## 6 POKEMANIA

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OCEAN CONQUEROR © 1987 Hewson Consultants Ltd

NORTH AND SOUTH DEMO © 1990 Infogrames

MORON © 1988 Atlanta Software

MASTER BRAIN © 1990 Eric Aulicth

# CRASH

FEB 91

*Presents:*

## TRANTOR

1 The Last Stormtrooper US GOLD

## OCEAN CONQUEROR

2 NORTH AND SOUTH  
Rolling demo  
Infogrames

4 LOOPY ADVENTURE!

## MORON MASTER BRAIN

ATLANTIS 5 POWERTAPE

## 6 POKEMANIA

*CRASH Presents:* FEBRUARY 1991

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■ MORON © 1986 Atlantis Software

■ MASTER BRAIN © 1990 Eric Audeith

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complete package to

## **NEWSFIELD**

**CRASH Tape Clinic FEBRUARY (85)**

Ludlow, Shropshire SY8 1JW

**A working tape will be returned to you!**

CRASH *Magazine*  
FEBRUARY 1991

A

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# CRASH

MAR 91  
*Presents:*

*CRASH Presents:*

MARCH 1991

1 FROM CAPCOM'S COIN-OP  
US **SIDE ARMS** £3.50

2 DRAUGHTS GENIUS  
HEWSON

3 Great playable demo of US Gold's  
**CHIP'S CHALLENGE**

4 **SUPER BRAT**  
ATLANTIS plays TENNIS!

5 **CHIRON**  
POWERTAPE

6 **POKEMANIA**

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■ CHIRON © 1990 Lee Briggs



# CRASH

MAR 91

*Presents:*

CRASH *Presents:*

MARCH 1991

1 FROM CAPCOM'S COIN-OP  
US GOLD **SIDE ARMS**

2 DRAUGHTS  
GENIUS  
(3) Great playable demo of US Gold's  
**CHIP'S CHALLENGE**

4 **SUPER BRAT**  
ATLANTIS plays TENNIS!  
**CHIRON**  
POWER TAP 5

6 **POKEMANIA**

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- SUPER BRAT © 1985 Atlantis Software
- CHIRON © 1990 Lee Briggs

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## NEWSFIELD

**CRASH Tape Clinic MARCH (86)**

Ludlow, Shropshire SY8 1JW

**A working tape will be returned to you!**

Please state model of Spectrum owned

CRASH *Magazine*  
MARCH 1981

A

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# CRASH

APR 91

*Presents:*

1 **BOUNDER**

2

**anarchy**

PLAYABLE  
GREMLIN  
DEMO!

3

**EDGE**

**TOYOTA**

**THE DUST**

**CELICA GT**

**powerlapse**

**RALLY**

5

**MOON MAGIC**

6

**POKEMANIA**

*Presents:*

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# CRASH

APR 91

*Presents:*

1 **BOUNDER**

2 **HEWSON**  
**anarchy**

PLAYABLE  
GREMLIN  
DEMO!!

3  
**BITE**  
**THE DUST**

4  
**TOYOTA**  
**CELICA GT**  
**RALLY**

5  
**powerape**  
**HEDGEHOG**

**MOON MAGIC**

6 **POKEMANIA**

*CRASH Presents:*

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■ TOYOTA RALLY DEMO © 1991 Gremlin Graphics

■ BITE THE DUST © 1991 John Armitstrong

■ MOON MAGIC © 1991 PHS



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## NEWSFIELD

**CRASH Tape Clinic APRIL (87)**

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CRASH *Magazine*  
APRIL 1991

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SINGULAR SPECTRUM! 45K & 1.25K

# CRASH

MAY 1991

MORE  
2  
PLAYS!

**DARK  
STAR**

Design Design

*Tour de*  
**FORCE**

Crash

**BUTCH  
HARD  
GUY**

880

Countdown to the

**DEATH**

Power Rangers

**HEROQUEST**

CHEATS

Crash

DEMOL

*Pokémon*

**power tape**

**CRASH****SINGULAR SPECTRUM 48K & 128K****MAY 1991****CRASH****MAY 1991****MORE  
2  
PLAY!****DARK  
STAR***Simon Design**Countdown to the***DEATH***PowerTape***HEROQUEST****CHEATS***Gremlin***DEMO!****Pokemania****powerTape****The  
Nation's  
playing  
our  
games!**

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NEWSFIELD

# LOADING INSTRUCTIONS

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Press ENTER

Follow on-screen instructions.

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## **48K Owners:**

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**NEWSFIELD**

**CRASH Tape Clinic MAY (88)**

Ludlow, Shropshire SY8 1JW

**A working tape will be returned to you!**

Please state model of Spectrum owned.

CRASH 2

MAY 1987

CRASH 2

MAY 1987



CRASH

SINCLAIR SPECTRUM 48K & 128K

JUNE  
1991

powertape

The  
Nation's  
playing  
our  
games!

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Design ● Skull & Crossbones demo © 1991 Tengen/Domark ● Soccer Cup  
Quizmaster © 1991 Graham Shaw ● Sea Battles © 1984 Atlantis ●

CRASH

JUN 19

SUMMER  
STAYS  
HERE!

ON  
THE  
RUN  
DESIGN  
MICK  
BLASH

ASTRO  
clone

DEMO!



SKULL

& CROSSBONES

Tengen

soccer  
cup

QUIZMASTER

SEA BATTLES

Atlantis

FULL  
GAME

VIDEO  
GAME

Pokémonia

NEWSFIELD

# **CRASH PRESENTS**

## **FOUR INCREDIBLE CODEMASTERS GAMES!**



### **ABSOLUTELY BRILLIANT!**

- **PHANTOMAS**
- **DIZZY**
- **BMX SIMULATOR**
- **FRUIT MACHINE SIMULATOR**



## **CODEMASTERS**

**THE UK'S BEST SELLING  
SOFTWARE COMPANY**

Stuck? Can't quite work it out? Don't worry, help is at hand ...

■ **DIZZY HELPLINE 0898 555 093**

The DIZZY helpline is a four part solution, updated weekly.

■ **PHANTOMAS HELPLINE 0898 555 059**

The PHANTOMAS helpline is a one part solution.

■ **NEW RELEASE HELPLINE 0898 555 000**

Exclusive details of new CodeMasters games, updated monthly.



Crash

SINCLAIR SPECTRUM 48K & 128K

JUNE  
1991

powertape

The  
Nation's  
playing  
our  
games!

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Design ● Skull & Crossbones demo © 1991 Tengen/Denmark ● Soccer Cup  
Quizmaster © 1991 Graham Shaw ● Sea Battles © 1984 Atlantis ●

CRASH

JUN '91

FULL  
GAME!

SUMMER  
STARTS  
HERE!

ON  
THE  
RUN

DESIGN  
FULL  
GAME!

ASTRO  
clone

DEMO!



SKULL  
& CROSSBONES

Tengen

soccer  
cup

QUIZMASTER

FULL  
GAME!

SEA BATTLES

Atlantis

FULL  
GAME!

Pokemania

NEWSFIELD

# LOADING INSTRUCTIONS

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If game fails to load, go into 48K BASIC  
and type **LOAD""** (ENTER), press PLAY

## +3 Owners

Connect tape player

Press ENTER

If game fails to load, go into 48K BASIC  
and type **LOAD""** (ENTER), press PLAY

## 48K OwnersType

**LOAD""** (ENTER), press PLAY  
on tape recorder.

Should your tape prove faulty,  
don't despair: Send the  
complete package to

**NEWSFIELD**

**CRASH Tape Clinic JUNE 88 (Powertape)**

Ludlow, Shropshire SY8 1JW

**A working tape will be returned to you!**

Please state model of Spectrum owned



# CRASH PRESENTS

## FOUR INCREDIBLE CODEMASTERS GAMES!



## ABSOLUTELY BRILLIANT!

- **PHANTOMAS**
- **DIZZY**
- **BMX SIMULATOR**
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■ **NEW RELEASE HELPLINE 0898 555 000**

Exclusive details of new CodeMasters games, updated monthly.



Other great CodeMasters games available at Boots, WH Smiths, Virgin, Woolworths and computer shops nationwide are:

### ***The Dizzy Series***

**NEW!** Magician Dizzy \* **NEW!** Dizzy Panic \* **NEW!** Kwik Snax \* Fast Food \* Treasure Island Dizzy \* Fantasy World Dizzy \* The Dizzy Collection (£9.99)

### ***The Quattro Series***

**NEW!** Quattro Racers \* **NEW!** Quattro Firepower \* Quattro Arcade \* Quattro Adventure \* Quattro Superhits \* Quattro Sports \* Quattro Combat \* Quattro Power

**As well as loads and loads of other absolutely brilliant games!**

CodeMasters, PO Box 6, Southam, Warks., England, CV33 0SH

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## **LOADING INSTRUCTIONS**

### **128k/+2 Owners**

Press ENTER

Follow on screen instructions.

If the game fails to load, reset your machine, go into 48k BASIC and type LOAD"" then press ENTER, then press PLAY on your cassette deck.

### **+3 Owners**

Connect a cassette deck.

Press ENTER

If the game fails to load, reset your machine, go into 48k BASIC and type LOAD"" then press ENTER, then press PLAY on your cassette deck.

### **48k Owners**

Type LOAD"", press ENTER, then press PLAY on your cassette deck.

Should your tape prove faulty, don't despair; send the complete package to:

**CRASH Tape Clinic (CodeMasters),  
Newsfield, LUDLOW, Shropshire SY8 1JW**  
*A working tape will be returned to you!*

## **HELP LINES**

### **NEW RELEASE INFO LINE 0898 555 000**

(Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

	<b>DIZZY</b>	<b>0898 555 093</b>
<b>TREASURE ISLAND DIZZY</b>	<b>0898 555 091</b>	
<b>FANTASY WORLD DIZZY</b>	<b>0898 555 078</b>	
<b>LITTLE PUFF</b>	<b>0898 555 094</b>	
<b>ROCKSTAR</b>	<b>0898 555 090</b>	
<b>MAGICLAND DIZZY</b>	<b>0898 555 096</b>	
<b>SLIGHTLY MAGIC</b>	<b>0898 555 050</b>	
<b>PHANTOMAS</b>	<b>0898 555 059</b>	



Calls cost 34p per minute during off-peak times  
and 45p per minute at all other times.  
EXCEPT IN BRITAIN ONLY.



**CRASH presents:**  
**CODEMASTERS'**  
**4 PACK**

**A**

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CRASH *Magazine*  
JUNE 1991

A

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**CRASH**

Special

**SINCLAIR SPECTRUM 48K & 128K**

**JULY 1991**

**JULY '91**

**CRASH**

**DEMO!**

It's complete! It's playable! It's level 1-1!

**TURRICAN 2**

Rainbow Arts

**Dragonlord**

Travian

of Avalon

**Moon Magic 2**

Hedgehog

**Cricket**

Coach

PowerTape

**Pokemania**

**2112**

AD  
Design Design

**POKE!**

Groovy man!

**PowerTape**

*The Nation's playing our games!*

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Hewson ● Moon Magic 2 © 1991 PHG ● 2112 AD © 1985 Design Design ●

Cricket Coach © 1990 R McSherry ● Pokemania © 1991 CRASH Ltd ●

NEWSFIELD

Hello there! Here we are the the so-called "first flap" of the Inlay. And what a first flap it is. Well, viewers, it's about time we shouted a rousing "Hurrah" for the following people and their amazing programming talents:

**NIGHTSHIFT**

(c) Lucasfilm Games

& US Gold

**HUNTER**

(c) Graham Shaw

**SPACE WORM**

(c) A Remic

**CONFUSED**

(c) S. Bradley

Everest

**A SHADOW**

**ON GLASS**

(c) A. Remic

NEWSFIELD

Presented  
with  
**CRASH**  
July 1991

**POWERPLAY-XTRA**

**POWERPLAY-XTRA**

Starring

**NightShift**

95% SMOOSH!

2  
playable  
levels!

and featuring

**Hunter**  
**Space Worm**  
**Confused**  
**A Shadow On Glass**

**4** NEVER SEEN  
BEFORE  
COMPLETE

**GAMES!**

**CRASH**

Light

**SINCLAIR SPECTRUM 48K & 128K**

**JULY  
1991**

**JULY '91**

**CRASH**

**DEMO!**

It's complete! It's playable! It's level 1.1!

Groovy,  
man!

**TURRICAN 2**

Northstar Arts

**Dragonlord  
of Avalon**

Hypnotic

**Moon  
Magic 2**

Hemkell

**Cricket**

COACH

Powertape

**Pokemania**

**REAL  
GAME!**

**REAL  
GAME!**

**2112  
AD**

Design Design

**POKE!**

**powertape**

*The  
Nation's  
playing  
our  
games!*

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NEWFIELD





And now, luvvies, the  
**LOADING INSTRUCTIONS!**

(Ooook! Ooook! Banana, anyone?)

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Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

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Type LOAD "" (ENTER), press PLAY on tape player

**IF IT DOESN'T WORK:**

Send the complete package to:  
**NEWSFIELD, CRASH TAPE CLINIC (JULY 90), Ludlow, Shropshire SY8 1JW**

A working tape will be returned. Please state model of Spectrum owned

A big  
CRASH  
"hello!"  
this month  
to:  
Snatch,  
Neens,  
Mat,  
Sal,  
Sue,  
Dunc,  
Ben,  
Mincin,  
Matt,  
Rupe,  
Claire,  
Art,  
Kim,  
Clive &  
Piers (for  
the  
coffee),  
and finally  
(gone but  
not  
forgotten)  
Chrissy-  
boy.

Gotta  
message?  
Send it to:

Inlay  
Hellas,  
CRASH,  
Ludlow,  
Shrops,  
SY8 1JW

The  
"Quite  
Difficult to  
Spot" Compo!  
**WIN A T-SHIRT!**

Just tell us which was  
the very first game to be  
awarded a CRASH SMASH.  
Answers, on a postcard,  
to: My, my! That's a tricky  
one Compo, CRASH,  
Ludlow, Shropshire SY8  
1JW. The closing date  
is July 26th. Answer in  
this spot next month  
(if we  
remember...).  
Byeeee!

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(c) A Remie

**CONFUSED**

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**A SHADOW**

**ON GLASS**

(c) A. Remie

Presented  
with  
**CRASH**  
July 1991

**POWERPLAY-XTRA**

**POWERPLAY-XTRA**

Starring

**NightShift**

90% SMASH!

**2**  
playable  
levels!

and featuring

**Hunter**  
**Space Worm**  
**Confused**  
**A Shadow On Glass**

**4** NEVER SEEN  
BEFORE  
COMPLETE

**GAMES!**

NEWSFIELD



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A big  
CRASH  
"hello!"  
this month  
to:  
Snatch,  
Negns,  
Mat,  
Sal,  
Sue,  
Dunc,  
Ben,  
Mincin  
Matt,  
Rupe,  
Claire,  
Ant,  
Kim,  
Clive &  
Piers (for  
the  
coffee),  
and finally  
(gone but  
not  
forgotten)  
Chrissy-  
boy.

Gotta  
message?  
Send it to:  
Inlay  
Helios,  
CRASH,  
Ludlow,  
Shrops,  
SY8 1JW

### **The "Quite Difficult to Spot" Compo! WIN A T-SHIRT!**

Just tell us which was the very first game to be awarded a CRASH SMASH. Answers, on a postcard, to: My, my! That's a tricky one Compo, CRASH, Ludlow, Shropshire SY8 1JW. The closing date is July 26th. Answer in this spot next month (If we remember...). Byeese!

**CRASH powerTape**  
**JULY 1991**

**A**

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CRASH

SINCLAIR SPECTRUM 48K & 128K

AUG  
1991

CRASH



ThunderJaws

Go underground. Go inside your Madonna Q's HQ! It's all of level 100!

Written exclusively for CRASH by

STAR  
BURST

Into  
Africa

ROCK FALL 2

Horrible! It's finally here - the game for the ultimate rockers!

NEXOR

Pokemania

power tape

The  
Nation's  
playing  
our  
games!

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Africa © 1988/1991 Newground Ltd T/A 21st Century Entertainment ● Nexor © 1985  
Design Design ● Rockfall 2 © 1991 A & I Collier ● Pokemania © 1991 CRASH Ltd

NEWSFIELD

Special

Hot!

SINCLAIR SPECTRUM 48K & 128K

AUG  
1991

power tape

The  
Nation's  
playing  
our  
games!

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Design Design • Rockfall 2 © 1991 A & I Collier • Pokemania © 1991 CRASH Ltd



power tape

# CRASH

Game!

## ThunderJaws

DEMO!  
TenGen/Denmark

Go underwater! Go mad! Go evil! Madame Q's HD! It's all of level one!

Written exclusively for CRASH it's

FULL  
GAME!

## STAR BURST

## Into Africa

Hewson

FULL  
GAME!

## ROCKFALL 2

FULL  
GAME!

Horrible! It's finally here - the game for the ultimate brain drain!

## NEXOR

Design Design

POKE!

## Pokemania

NEWSFIELD



Boo! Sorry, punters - it's only the  
**LOADING INSTRUCTIONS!**

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Press ENTER

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### +3 Owners:

Connect tape player, Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

### 48K Owners:

Type LOAD "" (ENTER), press PLAY on tape player

### IF IT DOESN'T WORK:

Send the complete package to: NEWSFIELD, CRASH TAPE CLINIC (AUG 91), Ludlow, Shropshire SY8 1JW. A working tape will be returned.

Please state model of Spectrum owned.

A big CRASH TROOP that moped to John, Clare, and all at Franklin Trade, Guy D for stepping in at the last moment. Woods (for going on best), then found Jules and won (for getting it even finer)

Got a message? Send it to Intex Media, CRASH, Ludlow, Shropshire SY8 1JW

### The "Quite Difficult to Spot" Compot

No 2

#### WIN A T-SHIRT

What was the name of the programming team behind

Ultimate's Sabre Wolf Answer: on a postcard, we are 1 Stumped? I Am Not Compot, CRASH, Ludlow, Shropshire SY8 1JW Entries close by August 26 First out of the hat wins!

#### LAST MONTH'S ANSWER:

The first CRASH Smashed game was, in fact, for Set Wiffy with an overall rating of 95%

# CRASH PowerUp

Translators / Software / Hardware  
News / Reviews & Interviews

side  
**A**

100%  
VHS  
and  
audio  
cassette  
format

© **CRASH 1991**

CRASH

SINCLAIR SPECTRUM 48K &amp; 128K

SEPT  
1991

SEPT '91

# CRASH

Like England's top quality youth

100%  
SINCLAIR  
SPECTRUMPacked  
with  
power!

## The LORDS of MIDNIGHT

SAM COOPER

**F-16**  
COMBAT  
PILOT

NEW!

**VOICE**  
MANIPULATOR
The Sound  
Sampler

## The BOBBY YAZZ Show

The Sound of the 1980s

POWER

**Pokémonia**

**power**  
**tape**

The  
Nation's  
playing  
our  
games!

Packaging and contents © 1991 CRASH Ltd. Not to be sold without magazine ● The Lords of Midnight © 1984 MB Singleton Software ●

The Bobby Yazzy Show © 1987 Cybadyne Software ● Voice Manipulator 2 © 1991 Julian Spencer ● F-16 Combat Pilot - demo - © 1991 Digital Intergration ● Pokémonia © 1991 CRASH Ltd

NEWFIELD



Special

SINCLAIR SPECTRUM 48K & 128K

SEPT  
1991

SEPT '91

# CRASH

Mike Singleton's epic saga is yours!

FULL  
PAGE

Backed  
with  
power!

## The LORDS of MIDNIGHT

SAM COUPE

F-16  
COMBAT  
PILOT

NEW!

VOICE  
Manipulator

The Sound  
Sampler

## The BOBBY YAZZ Show

FULL  
PAGE

55's rated yet never released -  
and now!

POWER!

## Pokemania

power  
tape

The  
Nation's  
playing  
our  
games!

Packaging and contents @ 1991 CRASH Ltd. Not to be sold without magazine @ The Lords of Midnight @ 1984 MB Singleton Software @

The Bobby Yazzy Show @ 1987 Cybadyme Software @ Voice

Manipulator 2 @ 1991 Julian Spencer @ F-16 Combat Pilot - demo - @

1991 Digital Intergration @ Pokemania @ 1991 CRASH Ltd





Grrrr! Corky here with this month's  
**LOADING INSTRUCTIONS!**

### **128K/+2 Owners:**

Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

### **+3 Owners:**

Connect tape player, Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

### **48K Owners:**

Type LOAD "" (ENTER), press PLAY on tape player

### **IF IT DOESN'T WORK:**

Send the complete package to: NEWSFIELD, CRASH TAPE CLINIC (SEPT 91), Ludlow, Shropshire SY8 1JW. A working tape will be returned.

Please state model of Spectrum owned.

### **WINNERS**

The person who came out tops in the *My, That's a Tricky One* Compo was: **Tim**

**James of Odell in Beds.**

Honourable mentions to: **Paul** Namham, **Castleown**, **fit A**

**Thompson**, **Helmholtz**, **S Harvey**, **Motherwell**, and **Mr P** **Rondele**. **Deensbury** **Remember** folks, we asked for the first SMASH, not the first 90% rated game!

### **The "Quite Difficult to Spot (and incredibly tricky)" Compo!**

No. 3

### **WIN A T-SHIRT**

What was the name of the ex-CRASH contributor that wrote the hit (but old) games *Code Name Mai* and *Jasper*?

Closing date is September 15.

Answers to *Newsfield*, I know it! *Compo*, CRASH. *Ludlow*, Shropshire. *SY8 1JW*. First from the hat wins!

### **LAST MONTH'S ANSWER:**

The programming team that wrote *Ultimate's* *Sabre Wulf* was the A.C.G. Team.

# CRASH PowerTape

The Largest of Microcomputers in Canada and the USA  
The Best of Your Store's Video Music Library / 11 volumes

400  
A

CRASH  
POWER  
TAPE

© CRASH 1991

CRASH

SINCLAIR SPECTRUM 48K & 128K

OCT  
1991

OCT '91

# CRASH

Ready for the final showdown?

## DOOM DARKS REVENGE

CRASH 5M

Crazy Cartoon Capers

## SPY SPY



TECHNICAL Two-player action at 60FPS

## PSYCHEDELIA

The Spool Light Synthesiser!

## Pokemania

power tape

The  
Nation's  
playing  
our  
games!

power tape

NEWSFIELD

**CRASH**

**SINCLAIR SPECTRUM 48K & 128K**

**OCT  
1991**

**99P**

# CRASH

Ready for the final showdown?

**FULL  
GAME!**

**packed  
with  
POWER!**

## DOOM DARKS REVENGE

**CRASH SMAS**

*Crazy Cartoon Capers*

## SPY SPY

**FULL  
GAME**

Explosive two-player action. A SMASH!

## PSYCHEDELIA

The Spook Light Synthesiser!!



**POKE!**

## Pokemania

**powertape**

The  
Nation's  
playing  
our  
games!

NEWSFIELD



Grrr! Buzz the Olibug here with the  
**LOADING INSTRUCTIONS!**  
(Grrrr! Buzz! Buzz! Etc, etc...)

**128K/+2 Owners:**

Press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

**+3 Owners:**

Connect tape player, press ENTER

Follow on-screen instructions. If the game fails to load, go into 48K BASIC and type LOAD "" (ENTER), press PLAY

**48K Owners:**

Press ENTER

Type LOAD "" (ENTER), press PLAY on tape player

**REMEMBER:** On *Psychedelia* you must go into 48K BASIC and type **LOAD "" CODE** as the loading command.

**IF IT DOESN'T WORK:**

Send the complete package to:

NEWSFIELD, CRASH TAPE CLINIC (JULY '91),

Ludlow, Shropshire SY8 1JW

A working tape will be returned. Please state model of Spectrum owned. Please allow 28 days for delivery.

A big,  
rousing  
**CRASH**  
"Hello!"  
must go,  
this month,  
to  
everyone  
who has  
been  
sanding in  
their  
programs  
for  
**POWER-  
TAPE**  
evaluation

If you're  
still waiting  
to hear  
from us,  
we  
promise  
we'll be in  
touch  
soon! It's a  
bit busy  
around  
here at the  
moment!



CRASH Powerbase



© CRASH 1991



**ALIEN 8**  
**SPECTRUM 48K**



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**GREMLIN**

**Side B**



● MONTY ON THE RUN ● STARQUAKE ●

MADE IN ENGLAND

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**GREMLIN**

**Side B**



● STARQUAKE ● 'Z' ●

BUBBLE BUS SOFTWARE



# Star Wars

GREMLIN GRAPHICS SOFTWARE LTD



GARGOYLE GAMES LTD



GREMLIN GRAPHICS SOFTWARE LTD



4 MORE HITS

## CRASH SMASHES II



## SPECTRUM 48K

### SWEEO'S WORLD

Designed and built as the answer to all man's needs SWEEO was a miserable flop – unco-ordinated, unintelligent and forgetful. But the kindly old Robo-Master has taken pity on this crazy, robo-d and one more chance is all he has, if you can call the challenge of Knutz Folly a fair chance.

The most bizarre planet in the empire, Knutz Folly is packed with the absurd, crammed with the weird. Can our hero turn this folly of Baron Knutz into

### SWEEO'S WORLD?

### STARUAKE

From the great abyss of a black hole emerges a danger of awesome consequences – a planet so unstable that if its core is not rebuilt the resulting explosion will render the Galaxy a lifeless wasteland. To the rescue, BIOB, hero of the moment.

This Bio-Logically Operating Being is chosen not for his super intelligence, not for his fearlessness nor for his super powers – this is the only spaceship operable. Out to face danger he goes – trusty spaceship, flightboard computer and galaxy A – Z. Will he succeed? Will he be in time?

He'd better, there's no other chance for the world

### MONTY ON THE RUN

Super fit and desperate for freedom, Monty makes his daring escape from Scudmore. Hounded by the bastions of law our frightened hero finds refuge criminal underworld who offer him chance of freedom. Moving from house to hideout to underground lair,

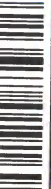
Monty must select the correct five elements of his freedom kit from the munny he's offered and not miss out on the hidden gold coins that will make him a mole of leisure. Once free, can he make the ferry in time?

### BOUNDER

One of the most compulsive games to be made. Lose yourself in a flurry of action, a state of intense concentration as you manoeuvre Bouncer around the screen, bouncing from slab to slab. Keep your wits, one jump too short and you're dead, one error of judgement and you're ball splitting collision.

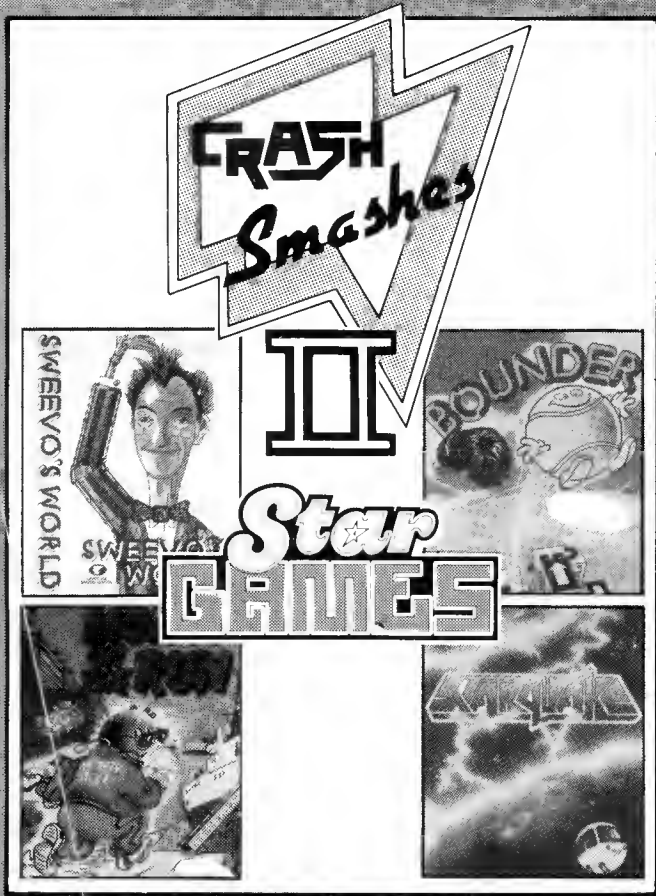
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Gremlin Graphics Software Ltd.,  
Alpha House, 10, Carver Street,  
Sheffield, S1 4FS. Tel: (0742) 753423.





## SWEEVO'S WORLD

"...The funniest cartoon adventure you'll ever take part in..."

For an intelligent robot, Sweevo is not very bright – he's clumsy, accident-prone and fond of fruit, but not bright. So that when he encounters the Great Dictator, the Horrid Little Girl and the Goose that lays the Golden Erg, his strange faith in apples is shaken to the core...  
**Confused? You will be, when you enter the outrageous bizarre and hilarious SWEEVO'S WORLD.**

### LIFE OF SWEEVO

For a self-willed robot, purpose-built to ease Man's burdens, seek out extreme environments and, generally, boldly go, SWEEVO was bit of a flop. So far, during Robot-Android Training School (RATS), he had failed the Memory Test (forgot to turn up), failed the Intelligence Test (forgot his name) and had been disqualified from Coordination Classes when, while trying to scratch his knee, he had accidentally tumbled himself off. All in all, a complete disaster...

But the kindly old Robo-Master had decided to give poor SWEEVO a final chance, mainly in hope of getting rid of him forever!

Each self-willed extreme environment vocational organism was allocated a problem planet to clean up before it was allowed to enter Active service. Such worlds abounded in the Grand Empire of Man (who tended to get pretty messy, what with a Galaxy to run and all); Odoreta 5, for example, the home for Old Training Shoes in the Sirian Sector, or Riglis, which for some reason known only to the Space Angling Guild, was entirely populated by worms.

Lucky old SWEEVO was dropped onto an artificial planetoid shown on the star-maps as Knutz Folly. Built by the mad baron Knutz, for his wife Hazel, an almond-eyed beauty from Brazil, the folly was the most bizarre planet in the Empire. Long deserted by humans, it was now populated by a host of genetic experiments created by Knutz before he went completely screwy and finally lost his thread...

Can our Hero overcome the absurd dangers that face him and reach Active Status? Is the kindly old Robo-Master due for a shock when SWEEVO returns from his mission? Will Knutz Folly be renamed SWEEVO'S WORLD? Probably not...

### THE POINT OF IT ALL

The results of the Baron's strange genetic experiments have completely overrun the artificial planetoid and must in some manner be eliminated. The main task would seem to be the extermination of an organism originally designed to look after the Folly and keep it clean – the Waste Ingestion and Janitor Units (known commonly as widders) – they are not really dangerous but are extremely irritating and deserve everthing they get! On the other hand, the creatures built to guard the place are very dangerous and will attack at every opportunity; luckily, due to a deprived childhood in the breeding vats, they each have a special weakness which can be used to attract them...

SWEEVO's energy level can be judged by the expression on the face of the large dial; the Goose that lays the Golden Erg, however, will provide extra energy if he is startled from behind!

The Selector Pulse shows the position to be occupied if an object is picked up or the object to go if it is dropped.

Scoring is very complex and largely irrelevant, but, remember that for SWEEVO to reach full Active Status, all other organisms must be eliminated.

Oh, and Beware of the Fruit!

### HOW TO PLAY

#### Keyboard Controls

QWERT Up Left

ASDFG Down Left

Bottom Row Pick Up, Drop, BOO

YUIOP Up Right

HJKL and ENTER Down Right

JOYSTICKS supported are Kempston, Interface 2 and Cursor types; in all cases, the Fire Button takes on the functions of Pick Up, Drop and BOO.

To FREEZE the game:  
press **Symbol Shift** and **0** on the Spectrum

SWEEVO'S WORLD is manufactured and marketed by Gargoyle Games Ltd., 74 King St., Dudley, West Midlands.

SWEEVO'S WORLD © 1985 Carter Follis Software Associates.  
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## BOUNDER

### INSTRUCTIONS FOR PLAY

Move Bounder (tennis ball) around screen, bouncing on hexagonal slabs only. If you miss, you fall to your death. Be sure to identify mountains and walls as you can't go over them, you must go around. Any collision means you lose a life.

As a rule: IF IT ISN'T HEXAGONAL, THEN AVOID IT!

#### These aliens destroy you:

BINOCULOIDS STICKITS MOSCITA BIRDS CHOMPER DOMES  
PTERRIES COINS EXOCETS etc.

#### Useful aliens are:

TELEPORTS JUMP BONUSES BONUS BUGS  
COPYRIGHT CANS MOVING PLATFORMS

Trial and error will help you identify which ones are which.

Slabs with arrows give you just over twice the time in the air. This allows you to make longer jumps, and if you feel inclined, a few fancy aerobatics! (Not recommended for beginners).

Slabs with question marks give you a mystery bonus, some good, some fair, but most of 'em bad. Careful planning and the use of a map are essential. Use the pause control to help you map the screens. After each level, there is a bonus stage. Bounce on as many question marks as possible, clearing all question marks will earn you a bonus. Each jump unused adds to your bonus score.

### ADDITIONAL INFORMATION

#### Keyboard controls:

Q Left

M Pause On/Off

P Down

W Right

L Up

Break Return to title page.

Joystick Kempston or Sinclair Interface II auto-selects when interface attached.

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Alpha House, 10 Carver Street, Sheffield S1 4FS

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## MONTY ON THE RUN

Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order, our frightened hero finds refuge with the criminal underworld who offer him his chance to breath fresh air and bask in the sunlight once again. Moving from safe house to hideout to underground lair, Monty must select the correct five elements of his freedom kit from many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure.

At last he's free but can he make the cross-channel ferry on time?

### INSTRUCTIONS TO PLAY

#### GAMEPLAN

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

#### THE FREEDOM KIT

- |                   |                 |                 |
|-------------------|-----------------|-----------------|
| 1. Compass        | 2. Jet Pack     | 3. Disguise     |
| 4. Rope           | 5. Generator    | 6. Laser Gun    |
| 7. Watch          | 8. Ladder       | 9. Hand Grenade |
| 10. Gun           | 11. Floppy Disk | 12. Passport    |
| 13. Gas Mask      | 14. Telescopic  | 15. Tank        |
| 16. Bottle of Rum | 17. Axe         | 18. Kit Bag     |
| 19. Map           | 20. Hammer      | 21. Torch       |

### GENERAL TIPS FOR OBJECT SELECTION

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

### SELECTING INITIAL OPTIONS

Use Up and Down to position the stars at the side of the desired option, then press Jump/Fire to select it.

### FREEDOM KIT SELECTION

Use the Left and Right to move arrow and press Jump/Fire to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

### HOW TO MOVE

#### KEYBOARD

Q Left

Y-P Up

B-SPACE Jump/Fire

W Right

ENTER-H Down

#### Joystick:

compatible with Kempston and Interface II.  
These will be selected automatically if present.

Gremlin Graphics Software Limited

Alpha House, 10 Carver Street, Sheffield S1 4FS.

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## STARQUAKE

Message has just reached Earth of an unstable planet emerging from a black hole somewhere at the edge of the galaxy. If the core of this planet is not rebuilt it will implode causing the whole universe to go 'Ka Boomf!' – Strewth, a Starquake...

The Bio-logically operated being is chosen for this ultra-dangerous mission – but why Blob? 'Cause of his mind blowing hybrid capabilities? Or the artificial intellect of his anti-brain? Nope – 'Cause all the other guys have pranged their spaceships. So Blob sets off for outer-space in his trusty ship with just a flightboard computer and a galaxy A-Z for company – Gulp, is he gonna succeed? – Will he even get there? – Or will the universe and Blob go blip!...

– Gosharooties who knows? But all these and many more answers must be questioned before it's too late!!!

### CONTROLLING BLOB

#### Keyboard:

O Left

A Down or lay bridging platform

M Fire

P Right

Q Up or pick up an object

Also user definable key option

#### Joystick:

Use Sinclair Interface 2, Kempston or Cursor Joystick.

Pause game with **BREAK/SPACE** key any key or joystick action to restart.

**Abort** by pressing keys **ASDFG** simultaneously.

### GALAXY A – Z

Blob  
Walking  
Flying  
Dropping  
Pause Key  
Anti-Gray-Lifts  
Stars  
Weapon Zapping  
Planet's Core

Teleports  
Plants  
Spikes  
Lunar Undergrowth  
Platform Packs  
Key Code Cards  
Pieces of Core  
High Density Cloud  
Rocky Lunarscape

## LOADING INSTRUCTIONS

### CASSETTE:

Type **LOAD'''** and press **ENTER**. Press **PLAY** on the cassette recorder.

**CRASH**  
*Smashes*

# DUN DARACH

SPECTRUM 48K



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Gremlin Graphics Software Ltd.,  
Alpha House,  
10, Carver Street,  
Sheffield, S1 4FS.  
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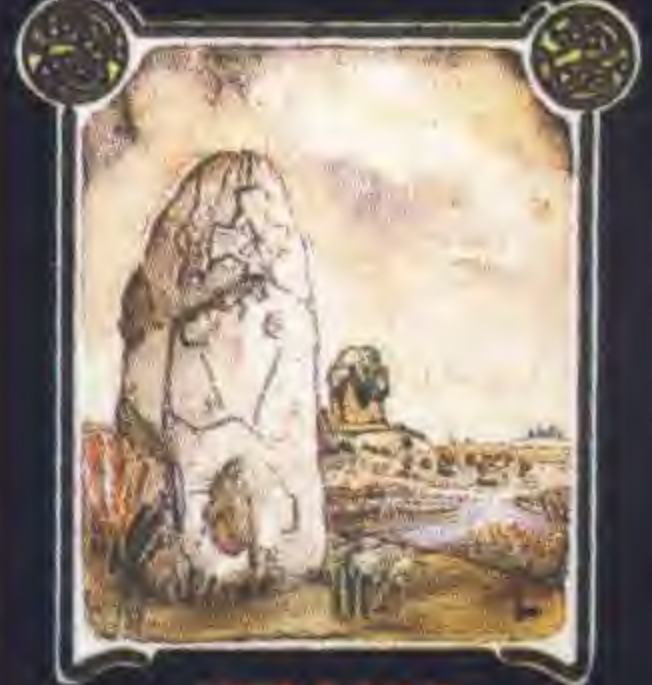


## 4 CRASH SMASHES FOR SPECTRUM 48K

Gremlin  
Graphics



**CRASH**  
*Smashes*



**DUN  
DARACH**



**Spy  
Hunter**

**Night  
Gunner**

**Dun  
Darach**

**Alien 8**

## 4 CRASH SMASHES FOR SPECTRUM 48K

### SPY HUNTER

*The official home version of Bally Midway's  
1st arcade hit.*

- You control the turbo charged race car/hydro spy boat.
- You control a deadly arsenal of missiles, machine guns, oil slicks and smoke screens.
- Sophisticated spy-challenging graphics.

This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

### NIGHT GUNNER

The air battle where only aces survive! Each of the 30 different missions pushes you to the limit with enemy fighters attacking from all directions, guns ablazing! – explosive 3D ground attack sorties, and there's still the flight home.

### DUN DARACH

It happened that, following a fateful, bloody and largely pointless battle against the Conachta, Cuchulainn the Great was returning home to Muirmethne in company of his faithful charioteer, Loeg; pointless because the enemy was a scouting party and not intent on taking the peak of Beann Ghulban, below which the battle took place; fateful because, amongst their number was Amhair, a Prince of the Conachta and the darling of his father, who vowed an instant revenge.....

### ALIEN 8

Long long ago ... in a distant galaxy, on a distant dying planet, the last of the guardians prepare their starship for its final journey. All of the libraries, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved race. The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated, and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an artificial cybernetic rush of intelligence.

All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.

Gremlin  
Graphics











## LOADING DUN DARACH on the Spectrum 48K

1. Type LOAD"" and press ENTER.  
N.B. Do not leave a space between quotation marks.
2. Press PLAY on the cassette recorder
3. DUN DARACH will now load automatically.  
If loading is not successful, rewind the cassette, adjust the volume and try again.

SAVE Game and RESTORE Game are described in the booklet — note that SAVE/RESTORE time is about thirty seconds.

### Keyboard Assignments.

- |                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <b>Walk Left/Right</b>   | — Alternate keys on the bottom row, Z to Symbol Shift. |
| <b>Enter a Door</b>      | — The ENTER key.                                       |
| <b>Camera Left/Right</b> | — Alternate keys on the second row, A to L.            |
| <b>Pick Up/Drop</b>      | — Alternate keys on the third row, Q to P.             |
| <b>Select Object</b>     | — Top Row, 2, 3, 7, 8, 9.                              |

- |                          |                                                  |
|--------------------------|--------------------------------------------------|
| <b>Offer Object</b>      | — The four Corner keys, 1, 0, Caps Shift, Space. |
| <b>Autorun on/off</b>    | — The 4 key.                                     |
| <b>Freeze/Unfreeze</b>   | — The 5 key.                                     |
| <b>Return to Options</b> | — The 6 key.                                     |

### Extracts from "Co'tha Co", also known as Liham's "Lives".

- |             |                                                                                                                                              |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>LOEG</b> | Charioteer and Companion to Cuchulainn, imprisoned in Dun Darach by Skar.                                                                    |
| <b>SKAR</b> | A Sorceress, well versed in all aspects of the Arcane, but her principal attribute is the power of Invisibility.                             |
| <b>TETH</b> | The jailer of the Castle of Dun Darach, who is himself held captive by the Rats for undiplomatically removing the tail of the late Rat King. |
| <b>BREN</b> | Master Mapmaker from Aquitaine, he was exiled for Trickery and Fraud.                                                                        |
| <b>DAIN</b> | A strange and mystic man, lately drawn to the Bardic orders.                                                                                 |
| <b>MHOR</b> | A gentlewoman, skilled in the lore of books, who followed a disinterested Dain to Dun Darach.                                                |
| <b>RYDE</b> | The Galician Pilot, who yearns for his homeland but alas his charts were lost in the shipwreck that brought him to Dun Darach.               |
| <b>PITA</b> | A courtesan, whose desire for jewellery and fine ornamentation is matched by her desire to gossip!                                           |
| <b>KARA</b> | A pickpocket, who, with her sister KELI, found it prudent to leave the southern city of Cantabria.                                           |
| <b>KELI</b> | A pickpocket, twin sister of KARA.                                                                                                           |
| <b>KAHN</b> | Burglar and pickpocket of the Fir Bolg race, he is renowned for his unremitting greed.                                                       |



# NIGHT GUNNER

SPECTRUM 48K



Copyright © 1989 Digital Integration





# SPY HUNTER

SPECTRUM 48K



Copyright © 1985 Bally/Midway Mfg. Co.







COLLECTION



THE CRASH

SPECTRUM  
48/128K,  
+2 CASSETTE

THE

CRASH  
ZX SPECTRUM

A  
CRASH  
SMASH

COLLECTION: VOL I



BIONIC  
COMMANDO™  
CAPCOM™



720™  
ATARI™



WINTER  
GAMES™  
EPYX™



IMPOSSIBLE  
MISSION II™  
EPYX™

SPY  
HUNTER™  
SEGA™





# THE CRASH

2X SPECTRUM

## A CRASH SMASH

### COLLECTION: VOL I



#### BIONIC COMMANDO

Telescopic limbs, war weaponry and bionic power! Destroy the deadly foe — you are our only hope...



#### 720°

Skateboarding has never been so much fun! Dare you brave the ultimate aerial experience?



#### WINTER GAMES

Sun, snow and mountains. Enter the seven wintersports events and become the champion!



#### IMPOSSIBLE MISSION II

Evil Elvin Attombender is back in power. Your mission: Infiltrate and neutralise his five tower stronghold...



#### SPY HUNTER

Furious dangerous action on highways and waterways in this great international espionage chase!

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SPECTRUM  
48/128 - 2 CASSETTE

# CRASH SMASH

COLLECTION VOL 1



TAPE 1

THIS SIDE: Bionic COMMANDO™  
OTHER SIDE: IMPOSSIBLE MISSION II™



SPECTRUM  
48/128 - 2 CASSETTE

# CRASH SMASH

COLLECTION VOL 1



TAPE 2

THIS SIDE: 720™/SPY HUNTER™  
OTHER SIDE: WINTER GAMES™





## CRASH SMASH COLLECTION VOL 1

### Loading Instructions

STICK IN THE ROAD, TALK TO THE CASSETTE  
Type Load and press return. Press play on your cassette recorder.

#### SPECTRUM +3 DISK

Turn on computer, and insert the disk.

Cassette users note that each game is loaded individually. So, for example, if you wish to load the second game off a tape, stop the cassette player once the first game has loaded. Turn off the computer then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter references on the cassette player. So for your convenience we have included the following grid.

#### BIONIC COMMANDO™

7200™

#### IMPOSSIBLE MISSION II™

#### WINTER GAMES™

#### SPY HUNTER™

7200™

### The Game

The player controls a skateboarder. The object of the game is to perform stunts accumulating points for which skate park tickets are obtained. In the parks you compete to gain medals and cash. Cash may be used to purchase better equipment (e.g. boards, shoes, pads, protective helmets) which improves the performance of the player.

Select keyboard or joystick and then press key 1 for three credits.

You can then skate around "Skate City" visiting the four shops and four parks. There are four parks in "Skate City" each of which may be visited only once on each level of the game. The parks are Downhill, Jump, Ramp and Slalom.

The locations of these are indicated on a map which appears on the screen if you pass over a "map" square. Activating the joystick continues the game, these are pointed to by "D" markers - Downhill, "J" - Jump, "R" - Ramp, "S" - Slalom.

Tickets are used as the parks are visited (under the T on the screen). Extra tickets are awarded at \$,000, 15,000, 25,000, 35,000 etc. points. Medals are awarded for good performance in the parks, with cash prizes and bonus points.

After visiting each park a status sheet is displayed indicating medals awarded, High score and remaining credits also.

When in the vicinity of a shop an icon to the right of the screen flashes alternately with the price. These icons represent helmets, shoes, skateboard and pads. The level of equipment is indicated alongside the appropriate icon. Approaching the counter at the correct place either results in a "SALE" or "NO SALE" message.

Bonus points are awarded for remaining cash at the end of the game.

If the player does not enter a park within the time limit displayed on the bar timer, he is pursued by killer bees. These become more dangerous if the player does not enter a park quickly, transforming into various objects. Extra points may be gained by passing over certain hidden locations.

Dollar bills on the road may be collected. The player should avoid contact with other characters appearing on the screen.

### Keyboard Controls

**Q** - Turn anticlockwise. **W** - Turn clockwise. **J** - Jump. **K** - Kick. **L** - Stop. Rotation keys **Q** and **W** are used to select the direction. Pressing **K** will cause the player to turn off.

**P** - Pause. **C** - Screen colour. **X** - Exit Skate City to start.

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## SPY HUNTER™

You are a world class spy, driving for your life in your ultra-equipped, turbo-charged spy mobile. The road is crawling with Enemy Agents bent on your destruction. They'll stop at nothing... so neither can you!

Manoeuvre your car with all the speed and skill you can, always watching for the Road Lord, Switch Blade, the Enforcer and other Enemy Agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

### Keyboard/Joystick Control

**KEYBOARD CONTROL**  
User defined - see main menu.

**JOYSTICK CONTROL**  
Compatible with a variety of joystick interfaces.

Without use of **FIRE** button, movements are:

**UP** - Forward, up the screen, accelerating to maximum speed.

**LEFT & RIGHT** - Moves vehicle to left and right.

**DOWN** - Down the screen, decelerating until car stops.

**FIRE** button initiates weapons systems selection.

The joystick movements below select and discharge particular weapons, if collected, but do not control vehicle direction or speed until **FIRE** button is released.

**UP / DOWN + LEFT / RIGHT** - Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter car.

**MIDDLE** - Waits for weapons choice.

**LEFT** - Oil Slick.

**RIGHT** - Smoke Screen.

### How to Play

#### SCREEN AND GAME PLAY

Your spy Hunter adventure game starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out of the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls over to the road shoulder to let the new Spy Car roll out of the back onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens.

#### Weapons

A Weapons Van appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

### Enemy Agents

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry.

They are:

- The Road Lord (bulletproof)  
Must be rammed off the road by Spy Car
- Switch Blade  
Extended buzz-saw hubcaps to slash cars
- Barrel Dumper  
Dumps barrels in water ahead of Spy Boat
- The Enforcer  
Fires a shotgun
- The Copter (Mad Bomber)  
Drops bombs onto Spy Car
- Doctor Torpedo  
Fires torpedoes at Spy Boat

Running off the road or running into a screen boundary at any time will also cost you a Spy Car

### Scoring

You will lose points if you destroy any of the innocent civilian vehicles.

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the score adds up.

Travelling on the water	15 points every 1/4 of screen
Travelling on the road	25 points every 1/4 of screen

If you destroy:

The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1,500 points.

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## BIONIC COMMANDO™

### Scenario

It may have been ten years, but the oppression and devastation continues. The alien forces that laid waste to our once beautiful world have all but decimated our civilization.

Now, for the first time in so many years comes our chance for glory again. The Bionic Commandos. This elite fighting force is each equipped with a bionic arm with which they can climb and swing from platform to platform by extending their arm and grabbing any suitable object above them. The arm is also useful for catching provisions and extra weapons parachuted into the combat zone. As a weapon the bionic arm delivers an awesome blow to any enemy soldiers he may come to grips with. After battling his way through the alien base complex, the commando must destroy the launch computer, thus preventing the aliens from using their doomsday weapon.

Cassette users note - Press pause after each level has loaded.

### Joystick Commands

Without fire button depressed:

Joystick Left - Walk Left  
Joystick Right - Walk Right  
Joystick Back - Crouch  
Joystick Forward - No effect  
To attach your bionic arm press **FIRE**.

With fire button depressed:

Joystick Left - Fire Left  
Joystick Right - Fire Right  
Joystick Back - Crouch and fire in direction facing  
Joystick Forward - Extend bionic arm

With bionic arm attached:  
Joystick Left - Swing Left  
Joystick Right - Swing Right  
Joystick Back - Detach bionic arm  
Joystick Forward - Climb up bionic arm

### Keyboard Commands

User definable

### Game Play

Your bionic commando is equipped not only with a bionic arm, but also with a standard double shot gun. As the game proceeds, extra weaponry will be parachuted to you. These include:

A rapid fire gun  
Grenade launcher  
A plasma bolt blaster  
A bionic arm turbo charger may also be dropped for extra speed

### Level 1

#### The Dying Forest:

This is the only accessible route to the alien base complex. However, the aliens know that too! As you approach the complex, alien guards armed with rifles and grenades will bar your way. Use your bionic arm to climb the trees, but beware, the larger soldiers are equipped with a rope and grappling hook with which they can climb trees and chase you. Also the trees are inhabited by, in the lower branches a species of killer bees and on the higher branches lurk vicious flying creatures; These must either be destroyed or avoided at all costs.

### Level 2

#### The Castle:

Once through the forest, your next task is to neutralise the castle under which lies the enemy base complex. Battle your way across the drawbridge doing your best to blast or avoid cannons and gun turrets that spew out wave after wave of deadly shells and missiles. Electric wires that stretch across your path must be destroyed, as touching them is instant electrocution. If that wasn't bad enough, once across the drawbridge, to reach the top of the castle, you must destroy the explosive laden kamikaze soldiers who will do their best to blow you up, while above you the aliens have placed their toughest soldiers that will try to squash you flat by hurling large objects from above as you pass by.

### Level 3

#### Infiltration:

Gaining access to the underground complex will be no easy feat. With their first two lines of defence destroyed the aliens have sealed off the complex to all but the most frenzied attack. However, there is one slim chance of entry, the sewer system. Infested by lethal creatures, little of which is known, fight your way through blasting not only the creatures, but also massive robots which even though only partly operational, are still extremely dangerous. To add to the battle, evil machines bounce towards you which if hit, catapult its driver clear allowing him to fight on.

### Level 4

#### The Control Room

Now inside you must reach the missile with all possible haste. To reach it you must pass through the control room. However, your entry is blocked by a set of immovable doors. These are easily dealt with by blasting the locking mechanism. As you battle to reach the top of the room, blast the soldiers that bar your way, destroy the helicopters that buzz around above you dropping bombs, while avoiding the indestructible stomp machines that will flatten you if they have the chance.

### Level 5

#### The Silo:

The final and most difficult level of Bionic Commando, Smash through the remaining defences that have a few lethal surprises in store. Once at the top of the silo, destroy the alien launch computer, thus stopping the launch of the doomsday missile completing your mission.... possibly!

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## WINTER GAMES™

### Moment of Truth

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

### Objectives

**WINTER GAMES** challenges your competitive skills with a series of athletic contests for 1-4 players. You can compete in seven events - Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross country skiing and rifle shooting). Practice each event to hone your skills.

**WINTER GAMES** provides judges, keeps scores and awards medals to the winners - GOLD, SILVER and BRONZE. If you break a "World Record" your name will be saved to be displayed on the World Record Screen.

### Getting Started

The 7 events are all on one side of the cassette. Therefore disregard any prompts to turn the cassette over. When competing with your friends you will need to make a note of the scores.

Press **FIRE BUTTON** when the title screen has loaded the Opening Ceremony. Press **FIRE BUTTON** to exit the Opening Ceremony.

Leave **PLAY** button depressed on the cassette recorder during play. Events cannot be loaded separately but must be loaded in sequence. Kempston, Cursor and Sinclair Interface II joystick interfaces are compatible. Joystick recommended.

### Starting Play

The menu offers you a selection of 4 options. To make a selection, use the **SPACE** key to move cursor to your choice then press **ENTER**.

#### OPTION 1 - COMPETE IN ALL EVENTS

The computer keeps a running tally of medals awarded to each player. Type your name on the keyboard and press **ENTER**. Repeat name selection for each individual player (up to 4). When all players' names are entered, press **ENTER**.

#### OPTION 2 - COMPETE IN ONE EVENT

Similar to Option 1, but you only compete in the event you select. Use the **SPACE** key to move the cursor to your choice then press **ENTER**.

#### OPTION 3 - PRACTICE ONE EVENT

No scores or records are kept during practice rounds. Use the **SPACE** key to move the cursor to your choice then press **ENTER**.

#### OPTION 4 - SELECT NUMBER OF PLAYERS

#### OPTION 5 - CHANGE GAME CONTROLS

#### OPTION 6 - SEE WORLD RECORDS

Displays the highest score recorded in all events, with the name of the player who achieved each world record.

### The Games

The instructions for playing the following 7 events assume the use of a joystick. We strongly advise that this game is played with a joystick, but if you wish you may adopt the keyboard. Should you select the keyboard it will be necessary to interpret the joystick movements in the instructions and translate them to the appropriate keys.

If the keys are selected you will be asked to choose left, right, up, down and fire. To select certain of the controls for these events it will be necessary to press two keys simultaneously. The following example refers to the Figure Skating. To select the "Camel Spin" press up and left simultaneously.

### Figure Skating



Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsory movements: Camel spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin. You can perform the seven movements in any order you choose. It's the grace and form of your skating that count!

in any order you choose. It's the grace and form of your skating that count!

- Press the **FIRE BUTTON** to start Figure Skating.
- To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE BUTTON**.
- To complete a movement, centre the joystick and press the **FIRE BUTTON**.
- To SKATE BACKWARD, centre the joystick and press the **FIRE BUTTON**.

These are the key Figure Skating movements, in their relative joystick positions:

Joystick Controls: figure Skating and Free Skating:



#### FIGURE SKATING TIPS

**Awkward:** A movement will be judged as elegant or awkward, depending on when you press the **FIRE BUTTON**. If you're skating forward and "trigger" a jump when the skater's legs are in open stride, the jump will be perfect. If the skater's legs are closed, the jump will be awkward. The opposite is true if you're skating backwards: trigger the jump when the skater's legs are closed and the jump will be perfect. Practice makes perfect, so keep trying!

Forward Skating performers can do a Double or Triple Axel Jump or turn around and begin skating backwards. Remember: Be skating forwards when time runs out - if you're skating backwards you'll fall down!

Backward Skating athletes can do a Double or Triple Lutz Jump, a Camel or Sit Spin, or turn around and begin skating forward.

When you do Spins, try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six turns will make you so dizzy that you'll fall down.

#### DON'T FALL DOWN!

You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to Camel Spin. Skate backwards in between movements; skate forwards before you do an Axel Jump.

**Camel into Sit Spin:** You can move directly from a Camel Spin to a Sit Spin - a very elegant combination worth 1.2 points!

#### FIGURE SKATING SCORES

You begin with a score of 0.0. The best score is 6 points. All scores are displayed in tenths. And don't worry - your score can't go below 0.

After you successfully complete each Figure Skating Movement, your score is added like this:

YOU'VE BEEN  
AMAZED  
BY THE GAMES...

NOW...

BE TOTALLY  
ZARJAZZED  
BY THE MAG!!!

(the only SINCLAIR  
SPECTRUM magazine  
worth it's "salt")



